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Using NVIDIA multicore graphics processors in image decoding

Kozlov I.

Kazan Federal University, 420008, Kremlevskaya 18, Kazan, Russia

Abstract

© 2014, Pleiades Publishing, Ltd. In this paper, the parallel algorithms of the search, segmentation, and correction of the segmentation of zones of interest by images of locally homogeneous scenes are proposed. The results of the execution of parallel programs using an NVIDIA 96-core graphics processor are presented. The execution times of parallel and sequential programs are compared.

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Keywords

decoding, image, parallel algorithm, scene